



TOP: GAIL DODY

TOP: TERRY FOLEY



TO EVERYONE WHO'S HERE TODAY...

THE GAME WE WENT THROUGH HELL TO FINISH LAST NIGHT

TURNING AWAY AT THE GATE



WOW, SO MANY PEOPLE IN LINE



!!?

BOB FOLEY



AND WE GET TO GO HERE.

THAT'S RIGHT

I DON'T KNOW MUCH ABOUT EXPOSITION SALE PAPER, AND YET I'M HERE...

TREASURE



THE LAST OF LAST YEAR



SELF-DEFENSE INSTINCT



FOR SAFE-KEEPING +
FOR LENDING + etc.



200 IN THE RIGHT HAND,
500 IN THE LEFT HAND



MORE EVENT EXPERIENCE



WHEN YOU'RE NOT SURE WHAT TO BUY



PRIVILEGE



SET YOUR FEELINGS STRAIGHT



GOODS ON SALE



200 FROM THE RIGHT HAND, 500 FROM THE LEFT HAND



HONEST FEELINGS



ONE CLIPPING



30 for microphone



PUTTING HER HEART INTO IT



ONE SALE



ONE SALE



ONE SALE



ONE SALE

SOLD TO FRIENDS = 2 COPIES



FROM NOW ON, TOO



なせなに TELUS いいな shina 3+1 2011



IN THE "MAKING-OF" SEQUENTS FOR SOME MOVIES, THOSE WERE SCENES WHERE THEY COMBED LOTS OF TOOLS TO RECORD AND PRODUCE SOUND.



EVEN THOUGH IT'S FREE, IT CAN BE QUITE NERVOY IF YOU USE VARIOUS PLUGINS. IT'S GOOD ENOUGH WHEN YOU JUST WANT TO MAKE SOME SOUND EFFECTS FOR A GAME.



THERE ARE SOME FREE PROGRAMS TO PEOPLE WITH SOUND, TOO LIKE ALMAVITY.



WELL, HAVING PEOPLE OTHER THAN THE MAIN SOUND ENGINEER KNOW HOW TO USE DIGITAL AUDIO EDITORS WOULD SURE HELP THINGS.



I, I THINK THAT'S A BIT TOO SERIOUS FOR MOST PEOPLE WERE TO UNDERSTAND SOMETHING. MILLER, POLLEN HAVE LEVEL...



ABOUT SOUND? TRACH USHAB A PORN IN ONE PAGE? SAYS ARE A BREAK.



THEE TIME, YOU'LL TELL US ABOUT SOME THING. PLUCKA-SAN



Reverse
REVERSE PLAYBACK REVERBING AND COMBINING VARIOUS FREE TRACKS CAN BE INTERESTING.

Repeat
REPEAT THE SELECTED SECTION MANY TIMES. IT'S PRETTY FUN TO REPEAT SHORT Q-USE SECTIONS AND WAITING.

Normalize
WHEN THE AUDIO SOURCE IS TOO QUIET, THIS CAN INCREASE THE VOLUME UP TO 100%. BECAUSING IT FURTHER WILL DISTORT IT AND MAKE IT SOUND WEIRD, SO BE CAREFUL.

Change Pitch / Change Tempo
"PITCH" IS WHETHER THE SOUND'S HIGH OR LOW, "TEMPO" IS HOW FAST THE SOUND IS PLAYING. THINK OF "PITCH" AS A COMBINATION OF PITCH AND TEMPO.

Fade In / Fade Out
DOES JUST WHAT IT SAYS.

Equalization
"EQUALIZER" BOOSTS THE BASS, REDUCES TREBLE, AND SIMILAR ADJUSTMENTS YOU CAN MAKE TO FREQUENCY. SOMETIM IF YOU REDUCE BOTH HIGH AND LOW FREQUENCIES TO THE MINIMUM, YOU'LL GET AN EFFECT AS IF YOU'RE TALKING ON THE PHONE, SO IT'S A HANDY TOOL.

FOR SERIOUS ACOUSTICS LIKE THAT, YOU WANT A REALLY GOOD MIC. ANYWAY, YOU NEED MANY THINGS, AND IT COSTS A FORTUNE. FOR POLLEN GAMES, YOU CAN HAVE A PRETTY VIBRANT PRODUCTION. EVEN IF YOU JUST WANT FREE. BECAUSING I SURELL TELL YOU ABOUT SOME BASIC EFFECTS TODAY.



THOUGH SOMEHOW THE COOLNESS IN THE PICTURE IS MORE OF A HIGH MOOD-USED ALWAY.



PLUCKA-SAN LOOKS SO COOL WHEN TALKING ABOUT SOUND, SO IT'S BEEN STRETCHING HERE!



"JONW" SAN, WHAT ARE YOU DOING?

...AND IF YOU HAVE A DAW, YOU CAN GENERATE ABOUT TWO HUNDREDS OF STRING INSTRUMENTS AT A LOW PRICE. FADE OUT AND PUT IT ON TOP OF SOME SOUND EFFECT, AND THAT WOULD MAKE IT SOUND MORE INTENSE.

...partially omitted...



IF THERE ARE SPIKES OF VOLUME IN THE AUDIO DATA, NORMALIZE WILL USE THOSE AS A BASE, SO IF YOU WANT TO Dampen THOSE AND ADJUST THE SOUND PRESSURE LEVEL OF THE ENTIRE TRACK, YOU NEED COMPRESSOR, ONE OF THE DYNAMICS TOOLS.